CLAIMS

What is claimed is:

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1. In a system for transmitting audio over a data network; and wherein received audio packets are stored in a jitter buffer and read from the jitter buffer at a rate dependent on a jitter buffer latency which can be modified during periods of quasi-silence, an apparatus for determining if a data packet contains one of two types of audio, non-speech audio or speech audio comprising:

a non-speech detection module which identifies the type of audio;

an add header routine which stores a non-speech identifier with the audio in the data packet; and

a remove header routine which detects the state of the non-speech identifier to determine if non-speech audio is included in the data packet, whereupon the modification to the jitter buffer latency is enabled.

2. An apparatus as claimed in Claim 1 wherein the non-speech identifier is a one bit field included in a header in the data packet.

3. An apparatus as claimed in Claim 2 wherein the non-speech identifier is stored in a Real-time Transport Protocol header.

4. An apparatus as claimed in Claim 3 wherein the non-speech identifier is set to a first of two states if the data packet contains non-speech audio.

5. An apparatus as claimed in Claim 3 wherein the non-speech identifier is set to a second state if the data packet contains speech audio.

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6. An apparatus as claimed in Claim 1 wherein the remove header routine determines from the state of the non-speech identifier that speech audio is included in the data packet whereupon the jitter buffer latency modification is disabled.

7. An apparatus for determining if a data packet contains non-speech audio or speech audio comprising:

means for storing a non-speech identifier with the non-speech audio in the data packet; and

means for detecting the non-speech audio included in the data packet dependent on the state of the non-speech identifier.

8. An apparatus as claimed in Claim 7 wherein the non-speech identifier is a one bit field included in a header in the data packet.

9. An apparatus as claimed in Claim 8 wherein the non-speech identifier is stored in a Real-time Transport Protocol header.

10. An apparatus as claimed in Claim 9 wherein the non-speech identifier is set to a first of two states if the data packet contains non-speech audio.

11. An apparatus as claimed in Claim 9 wherein the non-speech identifier is set to a second state if the data packet contains speech audio.

12. An apparatus as claimed in Claim 7 wherein upon detection of the non-speech audio the means for detecting enables jitter buffer latency modification.

13. An apparatus as claimed in Claim 7 wherein upon detection of the non-speech audio the means for detecting disables jitter buffer latency modification.

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14. In a system for transmitting audio over a data network; and wherein audio packets are stored in a jitter buffer and read from the jitter buffer at a rate dependent on a jitter buffer latency which can be modified during periods of quasi-silence, a method for identifying a data packet containing one of two types of audio, non-speech audio or speech audio comprising the steps of:

generating a non-speech identifier which identifies which type of audio is in the packet;

storing, by an add header routine, the non-speech identifier with the audio in the data packet; and

detecting, by a remove header routine, the state of the non-speech identifier to determine if non-speech audio is included in the data packet, whereupon the modification to the jitter buffer is enabled.

15. A method as claimed in Claim 14 wherein the non-speech identifier is a one bit field included in a header in the data packet.

16. A method as claimed in Claim 15 wherein the non-speech identifier is stored in a Real-time Transport Protocol header.

17. A method as claimed in Claim 16 wherein the non-speech identifier is set to a first of two states if the data packet contains non-speech audio.

18. A method as claimed in Claim 16 wherein the non-speech identifier is set to a second state if the data packet contains speech audio.

19. A computer program product for determining if a data packet contains non-speech or speech audio, the computer program product comprising a computer usable medium having computer readable code thereon, including program code which:

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stores a non-speech identifier with the non-speech audio in the data packet; and

detects non-speech audio included in the data packet dependent on the state of the non-speech identifier.

20. An apparatus for determining if a data packet contains non-speech audio or speech audio comprising:

a transmitter, the transmitter comprising:

an add header routine which stores a non-speech identifier with the non-speech audio in the data packet; and

a receiver, the receiver comprising:

a remove header routine which detects the non-speech audio included in the data packet dependent on the state of the non-speech identifier.